

Application Number: 09/855,272Docket Number: 10010535-1**IN THE CLAIMS:**

1. (Previously Presented) A method for writing a hypermedia file to a multimedia storage device, comprising:
  - depicting a content of the hypermedia file in a graphical user interface using an application in a computer system;
  - associating a write actuator with the content of the hypermedia file depicted in the graphical user interface;
  - determining if any of the content of the hypermedia file is restricted from being stored in the multimedia storage device upon manipulation of the write actuator;
  - packaging at least a non-restricted portion of the hypermedia file for storage in the multimedia storage device; and
  - writing the at least the non-restricted portion of hypermedia file to the multimedia storage device.
2. (Original) The method of claim 1, wherein the step of associating the write actuator with the content of the hypermedia file depicted in the graphical user interface further comprises depicting the write actuator in the graphical user interface concurrent with the content of the hypermedia file.
3. (Original) The method of claim 1, further comprising:
  - detecting a depiction of the content of the hypermedia file in the graphical user interface; and
  - wherein the step of associating the write actuator with the content of the hypermedia file depicted in the graphical user interface occurs upon a detection of the depiction of the content of the hypermedia file in the graphical user interface.
4. (Previously Presented) The method of claim 1, wherein the step of packaging at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises downloading a streamed element of the hypermedia file.

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5. (Previously Presented) The method of claim 4, wherein the step of writing at least the non-restricted portion of the hypermedia file to the multimedia storage device further comprises writing the streamed element to the multimedia storage device.

6. (Previously Presented) The method of claim 1, wherein the step of packaging at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises rewriting a uniform resource locator in the hypermedia file associated with a remotely stored element to a local designation associated with the multimedia storage device.

7. (Original) The method of claim 1, further comprising determining if the multimedia storage device is in a ready state for writing the hypermedia file thereto.

8. (Original) The method of claim 7, further comprising generating a prompt in a graphical user interface informing a user that the multimedia storage device is not in a ready state when it has been determined that the multimedia storage device is not in the ready state.

9. (Previously Presented) A program embodied in a computer readable medium for writing a hypermedia file to a multimedia storage device, comprising:

- code that associates a write actuator with a content of the hypermedia file depicted in a graphical user interface generated by an application;
- code that determines if any of the content of the hypermedia file is restricted from being stored in the multimedia storage device upon manipulation of the write actuator;
- code that packages at least a non-restricted portion of the hypermedia file for storage in the multimedia storage device; and
- code that writes at least the non-restricted portion of the hypermedia file to the multimedia storage device.

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10. (Original) The program embodied in a computer readable medium of claim 9, wherein the code that associates the write actuator with the content of the hypermedia file depicted in the graphical user interface generated by the application further comprises code that generates the write actuator in the graphical user interface concurrent with the content of the hypermedia file.

11. (Original) The program embodied in a computer readable medium of claim 9, further comprising:

code that detects a depiction of the content of the hypermedia file in the graphical user interface; and

wherein the code that associates a write actuator with the content of the hypermedia file depicted in a graphical user interface generated by an application further comprises code that associates the write actuator with the content of the hypermedia file upon a detection of the depiction of the content of the hypermedia file in the graphical user interface.

12. (Previously Presented) The program embodied in a computer readable medium of claim 9, wherein the code that packages at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises code that downloads a streamed element of the hypermedia file.

13. (Previously Presented) The program embodied in a computer readable medium of claim 12, wherein the code that writes at least the non-restricted portion of the hypermedia file to the multimedia storage device further comprises code that writes the streamed element to the multimedia storage device.

14. (Previously Presented) The program embodied in a computer readable medium of claim 9, wherein the code that packages at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises code that rewrites a uniform resource locator in the hypermedia file associated with a remotely stored element to a local designation associated with the multimedia storage device.

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15. (Previously Presented) The program embodied in a computer readable medium of claim 9, further comprising code that determines if the multimedia storage device is in a ready state for writing the hypermedia file thereto.

16. (Previously Presented) The program embodied in a computer readable medium of claim 15, further comprising code that generates a prompt in a graphical user interface informing a user that the multimedia storage device is not in a ready state when it has been determined that the multimedia storage device is not in the ready state.

17. (Previously Presented) A system for writing a hypermedia file to a multimedia storage device, comprising:

a processor circuit including a processor and a memory;

write logic stored in the memory and executable by the processor, the write logic comprising:

logic that associates a write actuator with a content of the hypermedia file depicted in a graphical user interface generated by an application;

logic that determines if any of the content of the hypermedia file is restricted from being stored in the multimedia storage device upon manipulation of the write actuator;

logic that packages at least a non-restricted portion of the hypermedia file for storage in the multimedia storage; and

logic that writes at least the non-restricted portion of the hypermedia file to the multimedia storage device.

18. (Original) The system of claim 17, wherein the logic that associates the write actuator with the content of the hypermedia file depicted in the graphical user interface generated by the application further comprises logic that generates the write actuator in the graphical user interface concurrent with the content of the hypermedia file.

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19. (Previously Presented) The system of claim 17, wherein the logic that packages at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises logic that downloads a streamed element of the hypermedia file.

20. (Previously Presented) The system of claim 19, wherein the logic that writes at least the non-restricted portion of the hypermedia file to the multimedia storage device further comprises logic that writes the streamed element to the multimedia storage device.

21. (Previously Presented) The system of claim 17, wherein the logic that packages at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises logic that rewrites a uniform resource locator in the hypermedia file associated with a remotely stored element to a local designation associated with the multimedia storage device.

22. (Previously Presented) A system for writing a hypermedia file to a multimedia storage device, comprising:

means for depicting the content of the hypermedia file in a graphical user interface using an application in a computer system;

means for associating a write actuator with the content of the hypermedia file depicted in the graphical user interface;

means for determining if any of the content of the hypermedia file is restricted from being stored in the multimedia storage device upon manipulation of the write actuator;

means for packaging at least a non-restricted portion of the hypermedia file for storage in the multimedia storage device; and

means for writing at least the non-restricted portion of the hypermedia file to the multimedia storage device.

23. (Original) The system of claim 22, wherein the means for associating the write actuator with the content of the hypermedia file depicted in the graphical user interface further comprises means for depicting the write actuator in the graphical user interface concurrent with the content of the hypermedia file.

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24. (Original) The system of claim 22, further comprising means for detecting a depiction of the hypermedia file in the graphical user interface.

25. (Previously Presented) The system of claim 22, wherein the means for packaging at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises means for downloading a streamed element of the hypermedia file.

26. (Previously Presented) The system of claim 25, wherein the means for writing at least the non-restricted portion of the hypermedia file to the multimedia storage device further comprises means for writing the streamed element to the multimedia storage device.

27. (Previously Presented) The system of claim 22, wherein the means for packaging at least the non-restricted portion of the hypermedia file for storage in the multimedia storage device further comprises means for rewriting a uniform resource locator in the hypermedia file associated with a remotely stored element to a local designation associated with the multimedia storage device.